

### **Amendments to the Specification**

Please replace the abstract with the following rewritten abstract:

5       --A computer graphics processor having a renderer for rendering N views  
of 3D scenes is provided. The ~~Said~~ renderer comprising a rasterizer ~~SSR~~ for  
transversing a surface grid over a surface of primitives of the ~~said~~ 3D scenes for  
all N views. Furthermore, the ~~said~~ renderer comprises a shader ~~means~~ ~~PPS~~ for  
determining a color of the output of the rasteriser ~~SS~~ and forwarding a shaded  
color sample along with its screen coordinates, and N screen space resamplers  
10   ~~SSR~~ each for resampling the shaded color sample determined by the ~~said~~ shader  
~~means~~ ~~PPS~~ according to one of the N views. This is much more efficient, because  
the surface traversal, texture fetching and shading computations are only  
performed once for the N different views. The resulting shaded colors are reused  
for all views. Additionally, the ability to traverse any grid over the surface of the  
15   primitive provides more rendering freedom.--